



## WOMEN'S TOURNEY

**PURE MADNESS**

## NEW CROSS-OVERS, FADEAWAYS & DUNKS



20 Historical Teams  
Dynasty Mode™  
3-Point Shoot-Out  
Momentum Meter™  
Weekly Top 25 Polls  
User-Controlled Dunks

ISBN 0-7845-1519-0



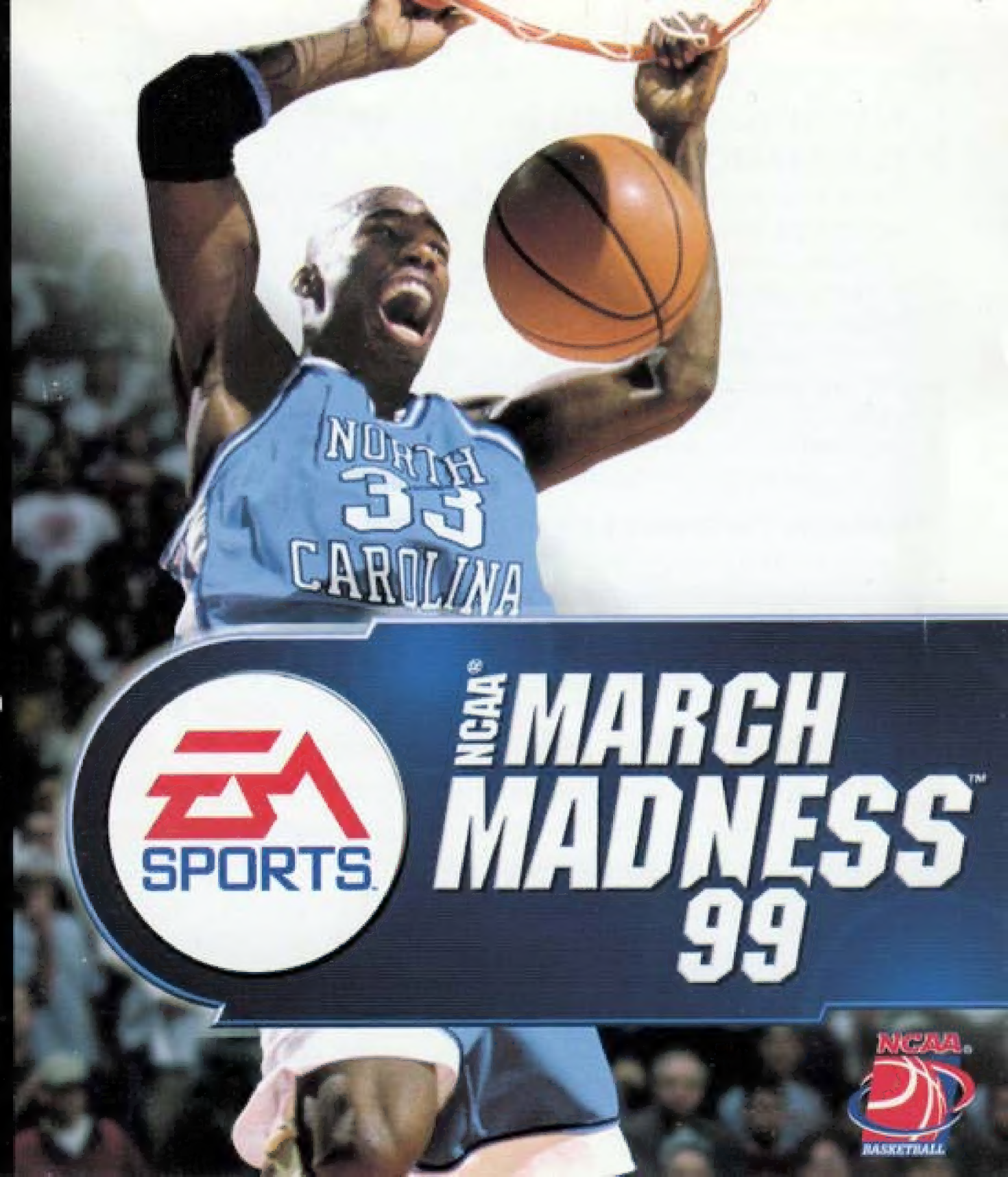
EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit the ESRB web site: <http://www.esrb.org>.



NTSC	U/C
------	-----

# PlayStation®



**NCAA® MARCH  
MADNESS™  
99**



freegamemanuals.com

**EVERYONE**



CONTENT RATED BY  
**ESRB**

SI-US-00805



# THE MARCH MADNESS 99

## CONTENTS

BASIC CONTROLS.....	1
CONTROL SUMMARY .....	3
SETTING UP THE GAME.....	5
MAIN MENU .....	7
STARTING AN EXHIBITION GAME .....	7
GAME OPTIONS .....	8
GAME RULES .....	9
BACK UP OPTIONS .....	11
ON THE COURT.....	11
OFFENSE .....	11
DEFENSE .....	12
FREE THROWS .....	13
PLAYCALLING .....	14
PAUSE MENU .....	14
TOURNAMENT .....	18
DYNASTY .....	19
PRACTICE .....	21
WOMEN'S SWEET SIXTEEN .....	21
3-PT SHOOTOUT .....	22

● For more info about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

## OFFENSE/DEFENSE

ACTION	CONTROL
--------	---------

<b>Move</b> Player	D-Button
--------------------	----------

<b>Speed</b> Burst	<b>R1</b>
--------------------	-----------

## OFFENSE

<b>Shoot</b>	●
--------------	---

<b>Pass</b>	✕
-------------	---

## DEFENSE

<b>Switch</b> Players	✕
-----------------------	---

<b>Steal</b>	■
--------------	---

<b>Jump</b>	▲
-------------	---

□ In addition to these basic moves, *March Madness 99* includes many other moves you control. For more detailed information about gameplay controls, ► *Control Summary* on p. 5.

## CONTROL SUMMARY

### DEFAULT GAMEPLAY CONTROLS

ACTION	CONTROL
--------	---------

Move Player	D-Button
-------------	----------

Speed Burst	<b>R1</b>
-------------	-----------

View Player Info	<b>L2 + ●</b>
------------------	---------------

Pause Game	<b>START</b>
------------	--------------

Call Timeout	<b>SELECT</b>
--------------	---------------

### OFFENSE—WITH THE BALL

Shoot/Fake Shot	● (press to jump; release to shoot)/ Tap ●
-----------------	--

Pass/Fake Pass	✕ (D-Button to choose receiver)/ <b>R2 + L2</b>
----------------	---

DirectPass (pass to specific player)	<b>L1 + ■, ▲, ✕, or ●</b>
--------------------------------------	---------------------------

Pivot	<b>L2 + ■</b> (tap to pivot, hold to stop dribble)
-------	--

Crossover Dribble	■
-------------------	---

Call for Pick	▲
---------------	---

Send Pick Away	▲
----------------	---

Shoot a Leaner/Fade Away	● + D-Button towards/away from hoop
--------------------------	-------------------------------------

Select a Dunk/Layup	● + D-Button any direction
---------------------	----------------------------

Give and Go	Hold ✕ (release to pass back)
-------------	-------------------------------

### OFFENSE—AWAY FROM THE BALL

Switch to player closest to ball	✕
----------------------------------	---

Set Pick	●
----------	---

Jump/Rebound	▲
--------------	---

## DEFENSE

ACTION	CONTROL
Switch to Player Closest to Ball	✖
Attempt a Steal	■
Hold Ground (attempt to draw a charge)	●
Jump/Block/Rebound	▲
Quick Foul	Hold ✖
DirectSwitch (switch to specific defender)	L1 + ■, ▲, ✖, or ●

## ON-THE-FLY PLAYCALLING

- If you've assigned sets/plays from the Coaching screens (*Playcalling* ➤ p. 14), press **R2** + the appropriate button (■, ▲, ✖, ●, **R1** or **L1**) to call the assigned offensive or defensive play.

## MENU CONTROLS

- You can get Help on the controls for every menu screen by pressing ■.

ACTION	CONTROL
Highlight menu item	D-Button ↓
Change highlighted menu item	D-Button ↔
Activate highlighted option/go to screen	✖
Activate Help screen to view menu controls for current screen	■
Return to previous screen (Accept changes)	▲
Return to previous screen (Cancel changes)	SELECT
Advance to next screen (Accept changes)	✖

# SETTING UP THE GAME

## MAIN MENU

Choose your game mode, set up your game, and your Memory Card.



**NOTE:** The All-Time Records are official NCAA® records and cannot be broken.

## STARTING AN EXHIBITION GAME

- To access the Team Select screen, select EXHIBITION from the Main menu.

## TEAM SELECT SCREEN

Select teams for the upcoming game, and see how your teams match up in all the vital categories.

**NOTE:** Games between men's and women's teams are not allowed.

➤ To cycle through the men's, women's, and old-time teams, D-Button ↔.

➤ To toggle between the home and away team, D-Button ↓.

➤ To accept your team selections and continue, press **START**. The Control Select screen appears.

## CONTROL SELECT SCREEN

A symbol and numbered tag for every controller plugged into the console appears on this screen. Position the controller symbol under either team or leave it in the middle to select computer control. Up to eight players may play if two Multi-Tap adapters are attached.

➤ To select the team you control, D-Button ↔.

➤ To enter a user name, D-Button ↓ to NEW USER and press ●.

➤ To select the song you want to hear (Arcade and Custom mode only), press **R1** then D-Button ↓ to the song you want.

➤ To proceed, press ✕. The Pregame Introduction begins.

## PREGAME INTRODUCTION

Before the game, the Pregame Introduction displays each team's stats followed by the Starting Lineups and the tip off.

➤ To advance through the pregame displays, press **START**.

## THE TIP-OFF

Every game starts with a tip-off between the centers.

➤ To jump for the tip-off, press ▲ as the ball drops.

➤ To select the player you want to tip to, press **L1** + ■, ▲, ✕, or ●.

## GAME OPTIONS

Set display, and competition options.

**NOTE:** Default options are listed in **bold** type in this manual.

## USER RECORDS

When **ON**, vital statistics are tracked and automatically saved after each complete game.

## MODIFIED ROSTERS

When **ON**, all roster changes are in effect for the upcoming game.

## SKILL LEVEL

Select FRESHMAN-SENIOR (easiest-most difficult) skill level.

## HALF LENGTH

Select half lengths of 3, 5, **10**, 15, or 20 minutes.

## SCORE OVERLAY

Toggle continuous score display during gameplay **ON/OFF**.

## MOMENTUM METER

When **ON** a display of game momentum is shown on the game screen.

## SUB NOTIFICATION

Set to **ON** to see on-screen prompts that show which players are coming in or leaving the game.

## PLAY NOTIFICATION

Set to **ON** for an onscreen prompt when either team calls a play.

## AUTO REPLAY

Toggle automatic highlight replays **ON/OFF**.

## PLAYER ID

Cycle the text that appears below human-controlled players—**NONE**, **POSITION**, **NUMBER**, or **POS + NUM**.

## GAME RULES

Set custom rules and simulation options.

## MODE

Select **ARCADE**, **SIMULATION**, or **CUSTOM** rule sets. If you make any changes to the options below, the Mode automatically becomes **CUSTOM**.

**ARCADE:** Fast-paced hoops with no rules or penalties.

**SIMULATION:** Play according to official NCAA rules. Players tire, get injured, and foul out.

**CUSTOM:** Use current Game Rules screen settings.

## SUBSTITUTIONS

Select **AUTO** (the computer substitutes for you), **ON**, or **OFF**.

## FATIGUE

When **ON**, players tire, and you must substitute accordingly.

#### AUTO FATIGUE OUT

Use the slider to set the fatigue level at which a player is subbed out when substitutions are set to AUTO.

#### AUTO FATIGUE IN

Use the slider to set the fatigue level at which you want your starters to return to the game (after they recover).

#### OFFENSIVE FOULS

Set the sensitivity of offensive foul calls. D-Button ↔ to lower/raise the sensitivity.

#### DEFENSIVE FOULS

Set the sensitivity of defensive foul calls. D-Button ↔ to lower/raise the sensitivity.

#### FOUL OUT

Set player foul outs **ON** or **OFF**. In NCAA basketball, players are ejected after their fifth foul.

#### INJURIES

When injuries are **ON**, there is a chance players will be injured.

#### OUT OF BOUNDS

Toggle out of bounds calls **ON/OFF**.

#### 5 SECOND INBOUNDING

When **ON**, you must inbound the ball within 5 seconds.

#### 5 SECOND DRIBBLE

When **ON**, you must dribble or pass within 5 seconds if you are being closely guarded in the frontcourt. This rule applies to the full court in women's games.

#### 10 SECOND HALF COURT

When **ON**, you have 10 seconds to advance the ball over the half-court line after inbounding in the backcourt. This rule does not apply to women's games.

#### 3 IN THE KEY

When **ON**, it's a violation when offensive players stay in the key for longer than three seconds. The 3-second clock resets when the ball hits the rim or the player leaves the key.

#### TRAVELING

Toggle traveling calls **ON/OFF**.

#### BACKCOURT

Toggle "over and back" backcourt calls **ON/OFF**.

#### SHOT CLOCK

When **ON**, you have 35 seconds (30 for women's games) per offensive possession to get off a shot. Every time a shot hits the rim or a change of possession occurs, the clock is reset.

#### GOALTENDING

When **ON**, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim.

## BACK UP OPTIONS

You can save or load Tournaments, Dynasties, Team Profiles, User Profiles, or Game Settings to or from ANY memory card slot of your game console.

**NOTE:** To load and save games, you must have a Memory Card. Never insert or remove a memory card when loading or saving files.

### SAVE

Choose the type of file you want to save.

- To save a file: highlight **SAVE**, D-Button ↔ to the type of file you want to save, and press **X**.

### LOAD

Choose the file you want from the list of saved files.

- To load a file: highlight **LOAD**, press **X**, select the file you want, and press **X**.

### DELETE

Delete unwanted files from the Memory Card.

- To delete a file: highlight **DELETE**, press **X**, select the file you want, and press **X**.

## ON THE COURT

A color coded circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline. When the circle is flashing the player is on fire.

## OFFENSE

### MOVING WITH AND WITHOUT THE BALL

- To move, D-Button in the direction you want to move. When you release the D-Button, you stop moving but maintain your dribble if you have the ball.
- For a speed burst, hold **R1** while moving.

### PASSING

- To pass to the receiver in the direction you're facing, press **X**.
- To DirectPass to a specific player, hold **L1**. Control symbols (■, ▲, ✕, or ●) appear over the other four players on your team. While holding **L1**, press the appropriate button to DirectPass to the designated player.

- ➔ To retain control of the passer (perfect for give and go plays), hold **X**. When you release **X**, the ball is passed back to you.
- ➔ To pass and pop (pass to a receiver who shoots immediately), press **X** then **○** (while the pass is still in the air). Release **○** at the top of your jump.
- ➔ To attempt an alley-oop, pass to a player that is near the basket while the player is facing the basket.

## SHOOTING

- ➔ To shoot, press and hold **○**. Release the ball at the top of your jump by releasing the button.
- ➔ To shoot a leaner/fade away, D-Button towards/away from the basket while shooting.
- ➔ To select a dunk, D-Button in any direction while shooting near the basket.

**EA TIP** If you press **X** before you release **○**, you can make a mid-air pass.

## REBOUNDING AND TIP-INS

You should always crash the boards after a shot. If your player has good position, he or she automatically tries to tip the ball in the basket when they jump.

- ➔ To jump to grab a rebound or tip the ball in, press **▲**.

**EA TIP** To set rebounding aggressiveness for each of your computer-controlled players, go to Coaching Options in the Pause menu.

## DEFENSE

### SWITCHING DEFENDERS

- ➔ To switch control to the defender closest to the ball (between the ball and basket), press **X** without pressing the D-Button.
- ➔ To DirectSwitch to a specific defender, press **L1** + **■**, **▲**, **X**, or **○**.

### PLAYING DEFENSE

- ➔ To attempt to steal the ball from an opponent, press **■**.
- ➔ To jump to reject a shot or work the glass, press **▲**.
- ➔ To attempt to commit a quick foul (and stop the clock), hold **X**.

**EA TIP** To hold your ground, press **○**. Your player maintains a defensive stance with his arms to his sides and tries to draw a charge.

## FREE THROWS

Use the moving basketball to aim your shots from the line. The speed of the basketball and the Distance Meter are controlled by the player's free throw rating and the game difficulty mode.



D-Button to keep the ball in the center of the meter

When you step up to the line, the Free Throw Meter appears, and the basketball icon begins to move around the basket.

### To shoot a free throw:

1. To aim your shot, D-Button to keep the ball in the center of the basket just above the rim, then press **X**. The Distance Meter starts.
2. To set the distance of your shot, hold **X** until the Distance Meter gets to the blue line.

## PLAYCALLING

The computer automatically calls offensive and defensive plays, but if you want more control, you can choose your own sets and plays.

### To choose plays:

You must set plays from the Coaching screen in the Pause menu before you can call them in the game.

### To call the currently assigned plays:

- To call the assigned play, **R2** + the assigned button (**■**, **▲**, **✕**, **●**, **R1**, or **L1**).

Follow the diagram steps illustrated in the Coaching screens to execute the play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ball handler.

## PAUSE MENU

The Pause menu appears whenever you press **START** during the game. When options are dimmed, you cannot select them.

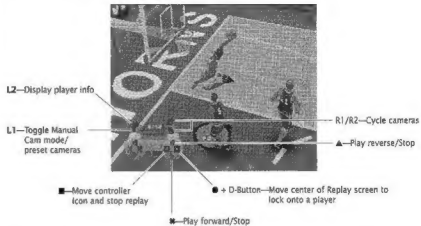
- To return to the game, select **RESUME GAME**.

## INSTANT REPLAY

You can replay the last few seconds of action during the game.

- To go to the Replay screen, select **INSTANT REPLAY** from the Pause menu. A controller icon displaying the replay functions appears.

## PRESET CAMERA REPLAY CONTROLS



- To fast forward/rewind, **D-Button** **↕**.

- To advance/rewind one frame at a time **D-Button** **↔**. (Hold for slow motion.)

## MANUAL CAMERA REPLAY CONTROLS

**NOTE:** In order to use fast forward, rewind, and frame-by-frame functions you must use the preset camera controls layout.



L2—Display player info

L1—Toggle Manual/  
preset cameras

D-Button—rotate  
camera

■—Move controller  
icon and stop replay

\*—Play forward/Stop

R1/R2—Zoom in/Out

▲—Play reverse/Stop

● + D-Button—Move center of Replay screen to  
lock onto a player

## TIME OUT

You can pause the game at any time, but you must have possession of the ball to call a time out. Timeouts can also be called after made baskets. Each team gets four full time outs and two 20-second time outs per half. Women's rules allow five full time outs and one 20-second time out per half.

**TIP** Full timeouts give players more rest and reset player fatigue levels more than 20-second timeouts.

### To call a time out:

1. Select TIME OUT from the Pause menu. The Timeout screen appears.
2. Select FULL T/O or 20 SEC T/O and press \*.

**TIP** Call a quick time out by pressing SELECT.

## CAMERA

### TYPE

Cycle through the available camera types.

### KEY ZOOM

When ON, the camera zooms in on action in the key.

### ZOOM

Set the current camera's zoom factor.

### DEFAULT

Reset camera options to the defaults.

## SUBSTITUTION

You can make normal player substitutions from the Pause menu when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. You can also call for preset, on-the-fly subs while you are playing.

- To call for a sub for only the player you are controlling, press L2 + \*. At the next stoppage of play, the substitution is made.
- To call for a whole new squad during a game, press L2 + L1 or R1. At the next stoppage of play, the substitutions are made.
- To customize your substitution sets, choose SITUATIONAL SUBS from the Substitution option in the Pause menu.
- When the clock is running, the SUBSTITUTION option is not available.

## COACHING

Set offensive and defensive plays and other strategy options.

## GAME STATS

View player, team, and user statistics as well as shot charts and graphs for the current game.

## GAME SETUP

Set game options, rules, audio, and controller options for the current game.

## EXIT GAME

Exit the current game and either return to the Main menu or restart the game.

# TOURNAMENT

Here rankings, hype, and conference championships are meaningless. *This* is the Big Dance, and you've got your invitation.

## To start a new Tournament:

1. Select TOURNAMENT from the Main menu, then select NEW from the Tournament pop-up menu. The Team select screen appears.
2. Select the team you want to control throughout the Tournament. The Tournament menu appears.
3. Customize your Tournament bracket, rules, options, and rosters then select TOURNAMENT BRACKET. The Tournament Bracket screen appears.
4. Select the regional bracket that contains your game, then D-Button to highlight your game and press **■**. The Control Select screen appears. Continue on to the game as you normally would.

## To load a saved Tournament:

1. Select TOURNAMENT from the Main menu, then select LOAD from the Tournament pop-up menu. The Back Up Options screen appears. (► p. 11).
2. After your game is loaded, select TOURNAMENT from the Main menu, then select CONTINUE from the Tournament pop-up menu. The Tournament menu appears.

# TOURNAMENT MENU

Most Tournament menu options are identical to those found on the Main menu (► p. 7). Those that aren't are described below.

**CUSTOMIZE TOURNAMENT** Decide exactly which teams you want for each of the 64 first round slots. Every conference that receives an automatic bid has a team in the Tournament by default.

## To choose new teams:

1. D-Button to any matchup in the region you want and press **■**.
2. To replace a team, highlight the team and D-Button **↔**.

**TOURNAMENT BRACKET** View results and match-ups and choose your next game.

- To move through the regional brackets, D-Button in any direction or press **L1**, **L2**, **R1**, or **R2** to highlight a particular region.
- To go directly to the Final Four screen, press **L1 + R1**.
- To play the highlighted game, press **■**.
- To simulate any unplayed games in the current round, press **●**.
- To simulate a particular game, highlight that game within the region and press **●**.

# DYNASTY

Take your team through an entire season including the NCAA *March Madness* Tournament and then try to build a Dynasty by recruiting new players and playing multiple seasons.

## To start a new Dynasty:

1. Select DYNASTY from the Main menu, then select NEW from the Dynasty pop-up menu. The Team Select screen appears.
2. Select the team you want. The Dynasty menu appears.

## To load a saved Dynasty:

1. Select DYNASTY from the Main menu, then select LOAD from the Dynasty pop-up menu. The Back Up Options screen appears. (► p. 11).
2. Load the Dynasty you want. The Main menu appears.
3. Select DYNASTY from the Main menu, then select CONTINUE from the Dynasty pop-up menu. The Dynasty menu appears.
  - To get to the next year of a Dynasty, press **■** at the completed Final Four screen.

## DYNASTY MENU

Most Dynasty menu options are identical to those found on the Main menu (► p. 7). Those that aren't self explanatory are described below.

### CALENDAR

View match-ups (highlighted in yellow) and select the games you want to play.

- To scroll through calendar dates, D-Button ↔.
- To view match-ups, D-Button ↓.
- To select the match-up you want, highlight the game and press **✱**. All unplayed games before that date are simulated by the computer. Then the Control Select screen appears. Continue as you would for an Exhibition game. ► *Starting an Exhibition Game* on p. 7.
- To view the home/away team's schedule, press **R2/R1**.
- To flag each game for the home/away team for the rest of the season, press **L2/L1**.
- To flag an individual game, highlight the game you want and press **L1 + L2**.
- To go straight to Practice mode from within your Dynasty, press **R1 + R2**.

**EA TIP** There is no substitute for good practice habits. A good hard work out before game day might just make your team play a little better.

### POLLS & STANDINGS

Check conference standings and see how your team stacks up nationally in a variety of polls.

### RPI STANDINGS

View your team's standings according to an in-depth analysis of the strength of your schedule.

### RECRUITING

At the end of a season, gaps in your roster left by graduating seniors need to be filled.

**EA TIP** Issue invitations to potential recruits (from the Scouting Options in the Roster Options) throughout the season to increase your chance to sign them.

- To view the top three school choices of recruits, press **●** on the recruiting screen.

- The caliber of recruits you sign depends on who is recruiting them. Generally the Head Coach returns Blue Chip recruits, Assistant Coach—solid performers, Recruiting Coordinator—contributors, Graduate Assistant—career backups, and if no one visits, the slot is filled by a walk-on player.

## PRACTICE

Practice mode is a great way to master the ins and outs of offensive and defensive sets and plays without game time pressure.

### IN THE GYM

All player controls in Practice mode work just like they do in a game. However, in Practice mode you can choose to play without a defense, and the play starts over after each change of possession.

### SELECTING PLAYS

In Practice mode, you select both the offensive or defensive play that you want to practice and the offensive or defensive play that your opponent runs against you.

## WOMEN'S SWEET SIXTEEN™

Due in part to the advent of two professional women's basketball leagues, women's college hoops is enjoying unprecedented popularity with players and fans alike. EA SPORTS is proud to present 16 of the top women's teams in the country in a Tournament format for you to enjoy.

- Tournament setup and player controls for Women's Sweet Sixteen mode work identically to Tournament mode (► p. 18).

## 3-PT SHOOTOUT

Up to eight players can compete in a 3-Point Shootout. Spaced around the 3-point arc are 5 racks of 5 balls each. Each bucket counts as one point, except for the last ball in each rack which counts as two points if you sink it. When you select 3-POINT SHOOTOUT from the Game Setup screen, the split screen and other options appear. After choosing your options, press START, the Player Setup screen appears.

### PLAYER SETUP SCREEN

- To toggle CPU/PLAYER control, press ●.
- To cycle through the teams, press **LI/RI**.
- To cycle through all of the players on the highlighted team D-Button ↔.

### ON THE FLOOR

- To grab the next ball from the rack, press **RI**.
- To shoot, press ●. Accuracy depends on how close to the top of the player's jump you release the button.
- ❑ After a round you can review scores for each participant and choose the player you want to control for the next round. Until two contestants are left, shooters with the lowest scores are eliminated at the end of each round.